LINKÖPINGS TEKNISKA HÖGSKOLA
Institutionen för datavetenskap
Petru Eles

Tentamen i kursen

Distribuerade System- TDDD25

2013-03-14, kl. 14-18

Hjälpmedel:

Engelsk ordbok.

Supporting material:

English dictionary.

Poänggränser:

Maximal poäng är 40.
För godkänt krävs sammanlagt 21 poäng.

Points:

Maximum points: 40.
In order to pass the exam you need a total of minimum 21 points.

Jourhavande lärare:

Petru Eles, tel. 0703681396

Good luck !!!

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Du kan skriva på svenska eller engelska!

1. What means transparency in a distributed system? We have defined seven aspects of transparency. Enumerate and explain at least five of them.

(3p)

2. Define the following three possible semantics for remote procedure calls:
   a. At least once semantics
   b. At most once semantics
   c. Exactly once semantics.

   Is it possible to achieve *exactly once semantics* in the case of lost messages? But in the case of server crashes? Explain.

(3p

3. What is an Interface Definition Language. What is its function in the context of Middleware.

(2p)

4. Consider a system of four processes P_1, P_2, P_3, P_4. Consider the events *a* in P_1, *b* in P_2, *c* in P_3, and *d* in P_4.
   a) Let us consider a case such that the Lamport's logical clock timestamps associated to the events are the following:
   $C(a) = 1$; $C(b) = 3$; $C(c) = 2$; $C(d) = 2$;
   What can you say regarding the happened before relation between events *a*, *b*, *c*, *d* (consider each pair of events) ?
   b) Let us consider a case such that the vector clock timestamps associated to the events are the following:
   $C^V(a) = (2,0,0,1)$; $C^V(b) = (2,3,1,1)$; $C^V(c) = (3,2,2,1)$; $C^V(d) = (2,3,1,2)$;
   What can you say regarding the happened before relation between events *a*, *b*, *c*, *d* (consider each pair of events)?

(3p)

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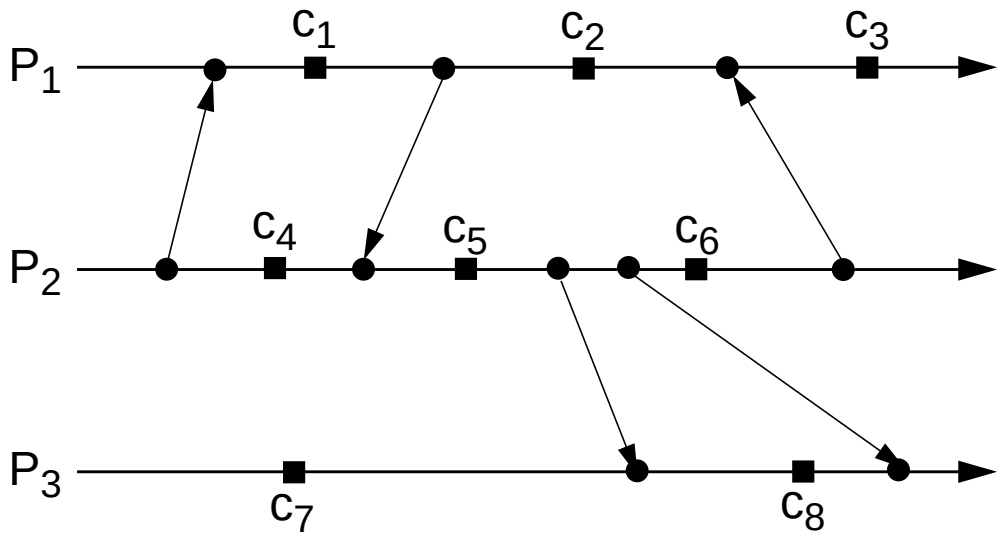
5. What is a cut of a distributed computation? What means a consistent and a strongly consistent cut? Consider the following set of events:



Determine for each of the following cuts if it inconsistent, consistent or strongly consistent: $\{c_2, c_6, c_8\}$, $\{c_1, c_4, c_7\}$, $\{c_1, c_5, c_7\}$, $\{c_1, c_6, c_8\}$, $\{c_1, c_6, c_7\}$, $\{c_3, c_6, c_8\}$, $\{c_2, c_5, c_8\}$.

(3p)

6. Explain the following types of redundancy:
   - Time redundancy
   - Hardware redundancy
   - Software redundancy
   - Information redundancy

(2p)

7. What is the basic idea behind the token based distributed mutual exclusion algorithm by Ricart-Agrawala (the second algorithm)? Consider how mutual exclusion is guaranteed and how the token is passed after a process has left the critical section. How many messages are passed in order a process to get permission to a critical section? Compare to the first algorithm by Ricart-Agrawala (which is not using a token).

(3p)

8. Remote Method Invocation: trace the way of a request and of the reply from the client to a remote server and back. Illustrate with a figure.

(3p)

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9.

a. Define total and causal ordering of requests. Illustrate by an example.
b. How can total ordering be implemented using a central sequencer?
c. Consider total ordering based on distributed agreement (no central sequencer); consider one front end and several replica managers.

   In this case, the replica mangers, after receiving a request, send back to the front end a *cuid*. What does the front end send back to the replica managers after receiving the *cuid* from each replica manager? How does the front end calculate the value it sends back?
d. What happens if a replica manager crashes before sending to the front end the *cuid* for a request it received?

(4p)

10. Consider a bully election with 6 processes, P_1, ..., P_6. P_6, the current coordinator, fails and P_3 starts the election. Illustrate the sequence of messages exchanged (use figures).

(3p)

11. The Byzantine Generals Problem: show how agreement is not or is possible for three and for four participants respectively, in the case one of the generals (not the commander) is a traitor (illustrate the exchange of messages with figures).

(3p)

12. What is the basic idea with voting protocols for updating replicated data? How do they work?
    Consider a set of 12 replica managers. Define two voting protocols. One for a situation when the number of writes is relatively large compared to that of reads, and the other for the reverse situation. Give examples of read and write quorums (use figures).

(3p)

13. You know the maximum drift rate of the clocks on two processors and the maximal allowed skew between them. How do you determine the maximum interval between two successive synchronizations between the clocks? Consider both the case when after synchronisation the clocks are perfectly aligned and the case when after synchronisation there exists an offset Φ between the clocks.

(2p)

14. For clock synchronisation with the Precision Time Protocol the communication delays on the way master to slave and slave to master have to be considered. The calculations for clock synchronisation assume that the delays in both directions are equal. This, however, should not be necessarily true, in general. How is this solved? Explain and illustrate your explanation with a figure?

(3p)